This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claim 1 (Currently amended): A method of synchronizing asynchronous time-based and motion capture data in a system in which the time-based data and the motion data are transmitted as multiple data streams by [[a]] one or more servers over a network to a client, the method comprising:

retrieving a time-based data stream and a motion capture data stream at the one or more [[the]] servers, each stream comprising frames of data;

variably buffering one of the time-based data stream and the motion capture data stream at each of the one or more [[the]] servers to produce output data [[two]] data streams sent from the one or more servers, wherein the output data streams ~~having~~ have synchronized frames;

receiving as inputs the output data streams from the one or more servers at the client;

~~multicasting separately the two streams;~~ and

synchronizing the output data streams at the ~~using the synchronized frames at the~~ client for playback of synchronized motion capture data and time-based data to a user.

Claim 2 (Canceled)

Claim 3 (Currently amended): The method of claim 1 further including calculating a difference between delays for the motion capture data stream and the time-based data stream ~~through~~ at each of the one or more [[the]] servers to determine an amount of variable buffering for a faster of the two streams.

Claim 4 (Original): The method of claim 1 further including transferring only those data values for a frame that have changed since a last frame was transmitted.

Claim 5 (Original): The method of claim 1 wherein the network is the Internet.

Claim 6 (Previously presented): The method of claim 1 wherein the motion capture data is mapped to control the movement of a virtual figure displayed in a scene at the client.

Claim 7 (Previously presented): The method of claim 1 wherein the motion capture data is generated by a body suit.

Claim 8 (Previously presented): The method of claim 1 wherein the motion capture data includes background data for use in producing a scene at the server.

Claim 9 (Previously presented): The method of claim 1 wherein data transfer from the server to the client is concurrent with the receipt of the time-based data stream and motion capture data stream at the server.

Claim 10 (Original): The method of claim 1 wherein the time-based data is voice data.

Claim 11 (Original): The method of claim 1 wherein the synchronized data frames include one or more data channels, the server transmitting on the network at a predetermined interval between synchronized data frames a descriptor packet which describes each channel contained in the synchronized data frames such that a client may join in progress a multicast of synchronized data frames.

Claim 12 (Previously presented): The method of claim 1 wherein the time-based data is a pre-recorded audio track and the method further includes synchronizing playback of the pre-recorded audio track at the server and buffering of the pre-recorded audio track to allow for coupling with motion capture data generated in time with the playback of the pre-recorded audio track.

Claim 13 (Original): The method of claim 1 further including sequencing synchronized frames output from the server to the client to provide for ordered playback of the synchronized frames to a user at the client.

Claim 14 (Currently amended): A method of packaging synchronized frames of three-dimensional motion data and time-based data where each frame includes one or more channels of data in a system in which synchronized frames of three-dimensional motion data and time-based data are transmitted by as data streams by one or more [[a]] servers over a network to a client, the method comprising:

storing a last data value for each channel in each synchronized frame of three-dimensional motion data and time-based data transmitted over the network;

retrieving new synchronized frames of three-dimensional motion data and time-based data for transmission over the network; [[and]]

packaging and transmitting ~~through separate streams~~ over the network only data for channels having changed data values; and

synchronizing at the client, the data streams received from the one or more servers.

Claim 15 (Original): The method of claim 14 further including transmitting a descriptor packet at a predetermined interval over the network, the descriptor packet including channel descriptors for each channel in the synchronized frames.

Claim 16 (Canceled)

Claim 17 (Canceled)

Claim 18 (Canceled)

Claim 19 (Currently amended): A method for playing back time-based and motion capture data that has been synchronized and received as multiple input data ~~separate~~ streams from one or more servers ~~of data~~ comprising:

synchronizing the multiple input data streams;

mapping [[the]] motion capture data received in ~~one or more of the separate~~ the input data streams to control the movement of a virtual figure in a scene displayed at a client; and

playing back in synchronization with movement of the virtual figure the time-based data received in one ~~or more~~ of the ~~separate~~ input data streams.

Claim 20 (Currently amended): A method of synchronizing asynchronous three-dimensional motion data and audio data at a server computer in a system in which the three-dimensional motion data and the audio data are transmitted as multiple inputs by one or more ~~through separate streams by the~~ server computers to one or more clients, the clients providing a real time output of synchronized motion and audio data, the method comprising:

retrieving an audio stream ~~of the separate streams~~ including voice data and a three-dimensional motion data stream of the separate streams including one or more motion data channels at the server, each stream including frames of data;

calculating a delay through the one or more server computers for a frame of data on each of the streams;

calculating a difference between the delay for the audio stream and the three-dimensional motion data stream to determine which of the two streams is faster;

variably buffering a faster of the streams to synchronize the audio stream and the three-dimensional motion data stream resulting in two output streams having synchronized data frames;

packaging the synchronized data frames;

multicasting the synchronized data frames as multiple data streams that are the multiple inputs to one or more clients over a network; and

at each client computer, synchronizing the multiple data streams using the synchronized data frames for synchronous playback of the audio and three-dimensional motion data for display to a user.

Claim 21 (Previously presented): The method of claim 1 wherein the motion capture data is sensor data.

Claim 22 (Previously presented): The method of claim 14 wherein the three-dimensional motion data is sensor data.

Claim 23 (Canceled)

Claim 24 (Previously presented): The method of claim 19 wherein the motion capture data is sensor data.

Claim 25 (Previously presented): The method of claim 20 wherein the three-dimensional motion data is sensor data.

Claim 26 (Canceled)

Claim 27 (Canceled)

Claim 28 (Canceled)

Claim 29 (Canceled)

Claim 30 (Canceled)

Claim 31 (New): The method of claim 1 wherein the motion capture data includes a time stamp.

Claim 32 (New): The method of claim 14 wherein the three-dimensional motion data includes a time stamp.

Claim 33 (New): The method of claim 19 wherein the motion capture data includes a time stamp.

Claim 34 (New): The method of claim 20 wherein the three-dimensional motion data includes a time stamp.